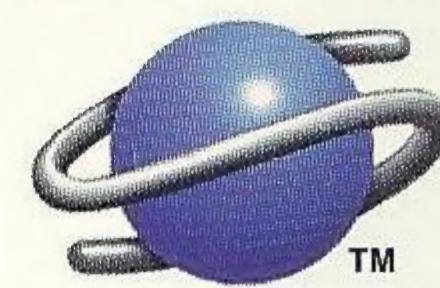


SEGA®



The logo for WHL 98. It features the letters "WHL" in a large, bold, black font. Below "WHL" is the number "98" in a large, bold, black font. A thick, black, curved line starts from the top right, goes down to the bottom right, and then turns up to the left, ending under the "WHL" letters. A smaller, thinner black line starts from the bottom left, goes up to the top left, and then turns down to the right, ending under the "98" number. The "WHL" letters have a registered trademark symbol (®) in the top right corner. In the bottom left corner, there is a small, partially visible logo for "GOFA".

The image features a large, stylized, three-dimensional logo. The top section, 'ZONDA', is rendered in a bold, white, blocky font with a thick black outline. Below it, 'TASTY' is written in a similar but slightly more rounded white font, also with a black outline. The background of the logo is a dark, textured blue. The overall design is dynamic and modern, with a strong emphasis on the letters' three-dimensional form.



**LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN® SYSTEM**

The image is a black and white graphic. At the top, the words "KIDS TO ADULTS" are written in a large, bold, sans-serif font. Below this, a "TM" symbol is positioned to the left of a stylized, dotted letter "K". The letter "K" is designed to look like a blocky, pixelated or dotted version of the letter, enclosed within a rounded square frame. At the bottom, the text "CONTENT RATED BY" is followed by the letters "ESRB" in a large, bold, sans-serif font.

**CONTENT RATED BY
ESRB**



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA®. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN® SYSTEM.

HANDLING YOUR COMPACT DISC

- ◆ The Sega Saturn disc is intended for use exclusively in the Sega Saturn® system.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ◆ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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FOR MORE INFO about this and other titles, check out EA SPORTS™
on the web at



[STARTING THE GAME]

1. Turn ON the power switch on your Sega Saturn® system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray, place the *NHL® 98* disc inside, then close the lid. The *NHL®* and *NHLPA™* legal screens appear, followed by the *NHL 98* introduction video and title screen.
4. Press **START** at any time to advance to the Game Setup menu.
► *Game Setup Menu* on p. 5.

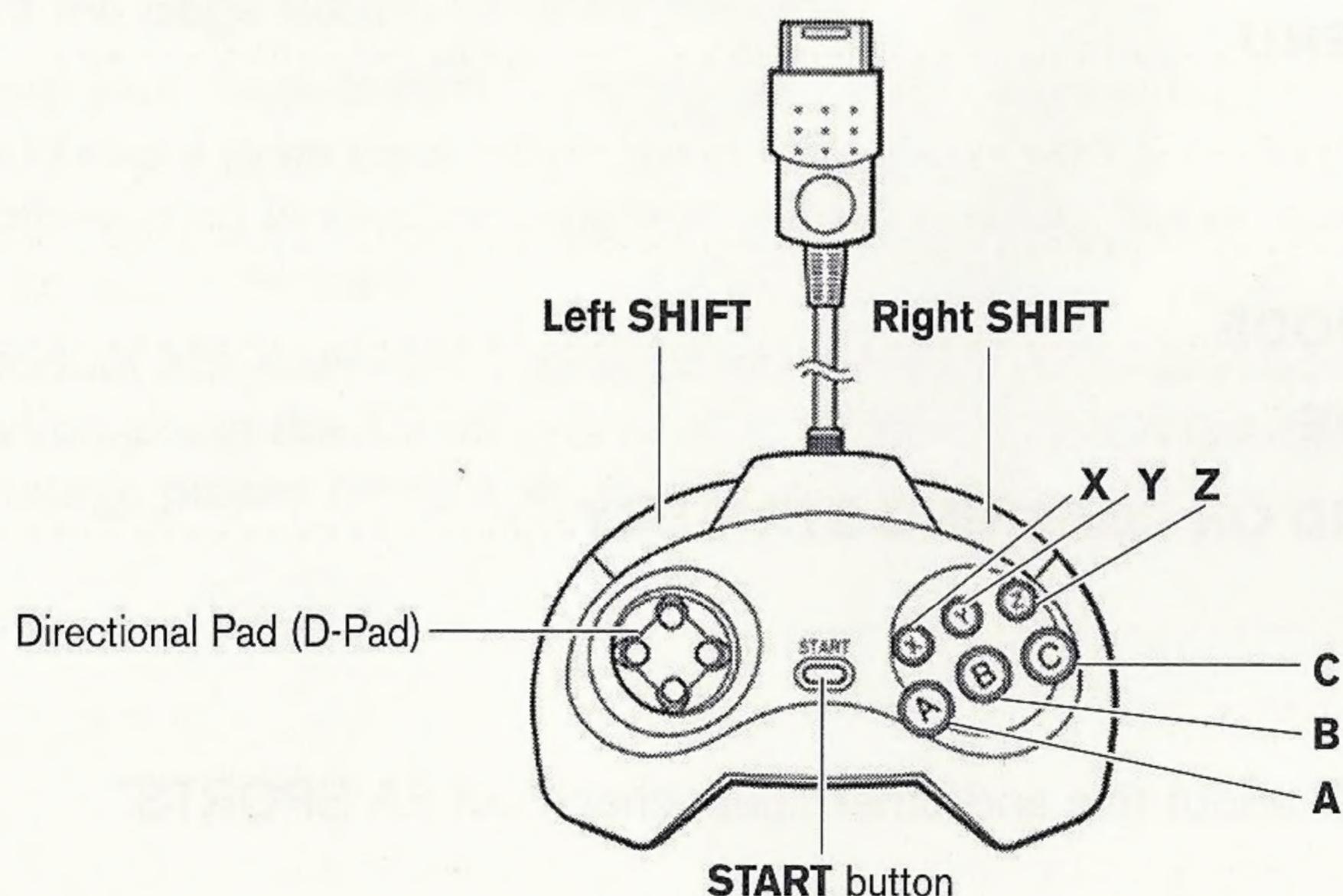


□ *NHL 98* requires at least 512 blocks of free memory for each saved game. If your Sega Saturn system has fewer than 512 blocks of free memory, the Backup Memory screen appears.

◆ Follow the on-screen instructions to increase free memory, or press **START** to bypass.

NOTE: A Sega Saturn Backup RAM cartridge is required to save game files.

[CONTROL SUMMARY]



MENU CONTROLS

| ACTION | CONTROL |
|---|------------------------|
| Highlight menu item | D-Pad ↑ |
| Cycle menu item choices | D-Pad ↔ |
| Select menu item | A |
| Return to previous menu; Cancel changes | B |
| Toggle control between columns; | C |
| Toggle Season/Playoff statistics | |
| Access on-screen help | Z |
| Cycle statistic and rating categories | L Shift/R Shift |
| Accept/Advance to next screen | START |

OFFENSE

| | |
|-----------------------------------|----------|
| Skate; Choose pass/shot direction | D-Pad |
| Shoot | A |
| Pass; Draw the puck (faceoffs) | B |
| Speed burst | C |
| Signature move | Z |

DEFENSE

| | |
|---|----------|
| Skate | D-Pad |
| Hook; Hold; Cross check | A |
| Control player closest to puck; Sweep; Poke check | B |
| Speed burst; Body check | C |
| Block shot | Z |

GOALTENDING

| | |
|-------------------------|--------------------------------|
| Control goalie | B (hold for one second) |
| Skate | D-Pad |
| Save attempt; Flip pass | A |
| Pass | B |
| Cover up (draw faceoff) | C |

STRATEGY

| | |
|-------------------------|----------------|
| Call line change | X |
| Call defensive strategy | L Shift |
| Call offensive strategy | R Shift |

NOTE: This section documents *NHL 98* default button commands.
To adjust your controller configuration, ►*Options* on p. 7.



[GAME ON!]

In the past, hockey video games tried really hard to mimic their real life counterpart—the skating was fast, the checks were hard, and the one-timers were lightning quick—but one thing remained constant to set the two apart: a gamer would always win on the console, while a hockey player would always win on the ice. In this year's biggest video game breakthrough, that's all about to change.

EA SPORTS moved *NHL 98* production from sunny California to Vancouver, BC (a city rich in its hockey tradition) and brought Colorado Avalanche™ coach and Stanley Cup® champion Marc Crawford aboard to elevate their game to the next level. The result is a hockey video game that truly plays like a real NHL match.

In *NHL 98*, you can set your team's positional strategy before the game, from the Pause menu, or on the fly. Players stick to the game plan and actually hold their positions. If you choose a combination strategy, your players adapt to whatever the opposition throws at them.

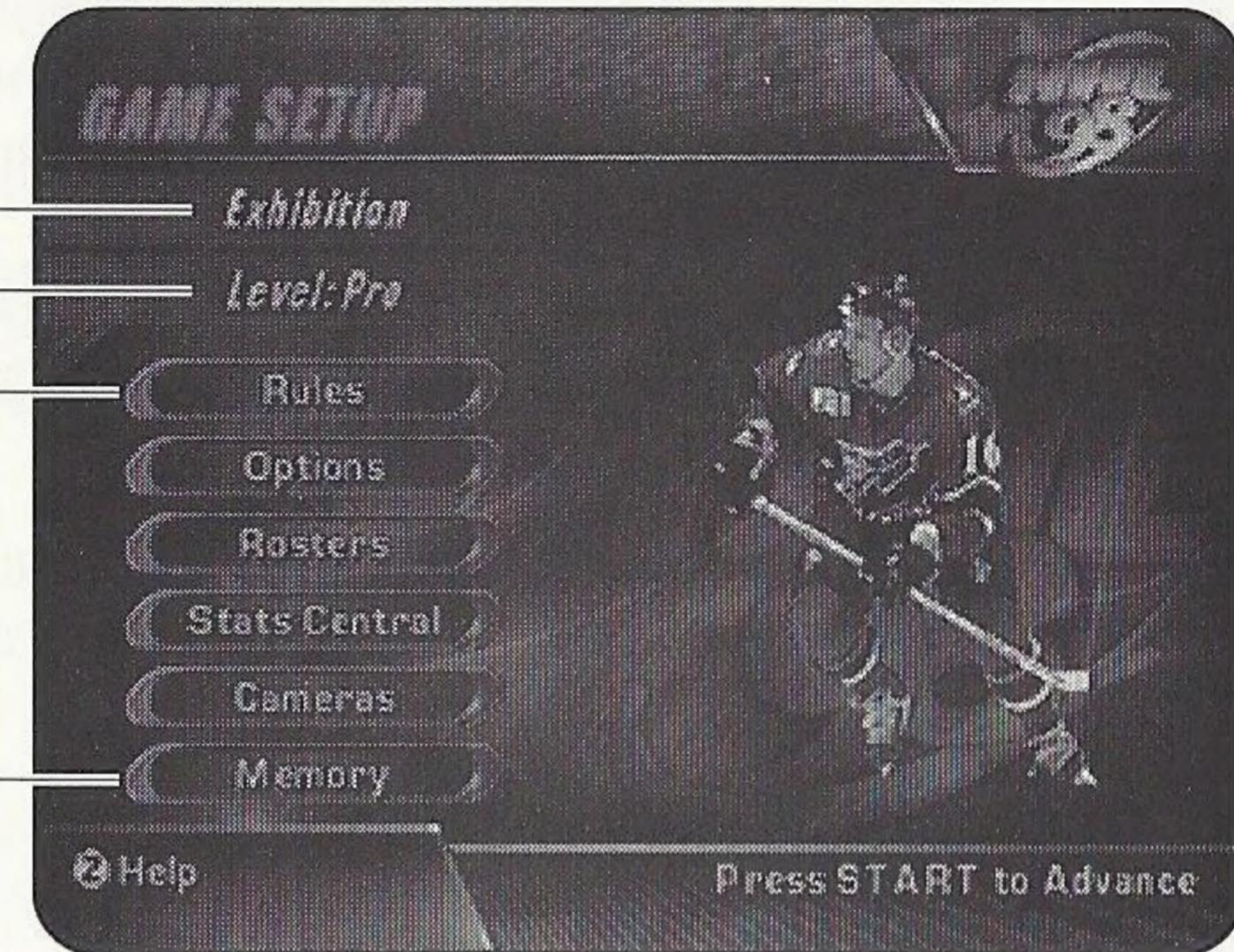
With *NHL 98* on the console, hockey players' familiarity with real hockey strategies and plays gives them the clear advantage; on the ice, gamers will still get the stuffing checked out of 'em. Game on!

NEW FEATURES

- ◆ **Coaching Strategies**—Colorado Avalanche™ coach and Stanley Cup® champion Marc Crawford designed *NHL 98*'s awesome strategy and AI.
- ◆ **Shot Deflection Plays**—Set up and execute shot deflection plays that your players run with pinpoint accuracy.
- ◆ **Play-by-Play and Color Commentary**—Big time sports announcers Jim Hughson and Daryl Reaugh keep you in the game.
- ◆ **Signature Moves and Special Moves**—Superstars perform signature moves, all other players execute highlight-worthy special moves.
- ◆ **Intelligent Goalies**—When appropriate, goalies skate out of the crease to cut off angles and behind the net to pick up dumped pucks.
- ◆ **Custom Teams**—Build up to two custom teams and fill the rosters with any NHL or user-created player.
- ◆ **Speed Burst on Offense**—Keep the pace quick with a separate button for speedy skating with the puck.
- ◆ **Comprehensive Fighting Controls**—Grabs, ducks, jabs, hooks, and punches.
- ◆ **Broadcast Presentation**—Eight camera angles, automatic zoom in the crease, auto replay, stat overlays cumulative through game or season, and more.

[GAME SETUP MENU]

Customize your next game using the Game Setup menu, or press **START** to quickly get down to the ice with default settings.



NOTE: Whenever you see **Z** in the lower-left corner of the screen, press **Z** to access on-screen help. On-screen help displays button commands specific to the current screen.

NOTE: Default options appear in **bold** in this manual.

MODE

Choose the type of game you want to play.

◆ To choose a mode, D-Pad \downarrow to highlight the current mode, then D-Pad \leftrightarrow to cycle options.

EXHIBITION A single-game competition between any two teams. Take on your friends or test your hockey skills against the expertise of a computer opponent. ➤ *Exhibition Mode* on p. 14.

SEASON Play through a 25- or **82**-game NHL Season, complete with player transactions, stats, Playoffs, and Season-end awards presentation. ➤ *Season Mode* on p. 19.

PLAYOFF Rush for the Cup. Create a custom NHL Playoff series with 1-, 3-, 5-, or **7**-game series. ➤ *Playoff Mode* on p. 21.

TOURNAMENT Establish a round-robin Tournament with 16 NHL or International teams to determine the undisputed *NHL 98* champs. ➤ *Tournament Mode* on p. 23.

SHOOTOUT Perfect your penalty shot technique or challenge your friends to a 5-round mini-competition. ➤ *Shootout Mode* on p. 25.



LEVEL

Select a level of difficulty for the next game.

- ◆ To choose a level, D-Pad \uparrow to highlight the current level, then D-Pad \leftrightarrow to cycle options.

| | |
|---------------|--|
| ROOKIE..... | Designed for beginners and players who want to learn the basics. Computer teams skate and react more slowly. |
| PRO..... | High competition, high contact NHL action. Computer player performance is determined by real-life skill ratings. |
| ALL STAR..... | All players perform with All Star ability—the skating is quick and the passes are right on the tape. |

RULES

Establish rules for the upcoming matchup.

- ◆ To access the Rules menu, D-Pad \uparrow to highlight RULES, then press **A**.
- ◆ To adjust rules, D-Pad \uparrow to highlight an option, then D-Pad \leftrightarrow to change.
- ◆ To cancel, press **B**.

| | |
|--------------------|--|
| PERIOD LENGTH..... | Select 5, 10 , or 20 minute (regulation) periods. |
| PENALTIES | Use the slider to set the frequency of penalty calls. All the way left is OFF; all the way right follows NHL regulations. |
| FIGHTING | Toggle the possibility of fighting ON /OFF. When ON , a big hit between two aggressive players may provoke those players to square off against one another. |
| OFF SIDE | Toggle Off Side calls ON /OFF. When ON , handling or passing the puck across your opponent's blue line with a teammate already in the Attack zone results in a face off in the Neutral zone. |
| ICING..... | Toggle Icing calls ON /OFF. When ON , if you send the puck from your half of the ice over the opposing goal line (without entering the crease) and an opponent other than the goalie touches the puck first a face off results in your zone. |
| 2 LINE PASS..... | Toggle 2 Line Pass calls ON /OFF. When ON completing a pass to a teammate across a blue line and the center line results in a face off where the pass originated. |
| INJURIES..... | Toggle the possibility of player injuries ON /OFF. When ON a particularly hard check may knock a player out of the game for a period, the remainder of the game, or (in the case of a Season, Playoff, or Tournament) multiple games. |

OPTIONS

Set pre-game and gameplay options.

- ◆ To access the Options menu, D-Pad \uparrow to highlight OPTIONS, then press **A**.
- ◆ To access an Options sub-menu, D-Pad \uparrow to highlight the option, then press **A**.
- ◆ To change adjustable options, D-Pad \uparrow to highlight an option, then D-Pad \leftrightarrow .
- ◆ To cancel, press **B**.

CONFIGURE CONTROLLER... Choose one of four different controller configurations.

- ◆ To choose a configuration D-Pad \leftrightarrow to the configuration you want, then press **START**.
- ◆ To cancel, press **B**.

PASSWORD When you win the Stanley Cup®, the celebration video appears followed by a password. Write down the password and save it; you can enter it here to see the video at any time.

- ◆ To enter a password, D-Pad \uparrow to select a letter, then D-Pad \rightarrow to move to the next character. When the password is complete, press **START**.
- ◆ To cancel, press **B**.

AUDIO OPTIONS Access the Audio Options menu to adjust volume settings, choose the Audio mode supported by your TV, and toggle Color Commentary **ON/OFF**.

- ◆ To adjust audio options, D-Pad \uparrow to highlight an option, then D-Pad \leftrightarrow to change.
- ◆ To cancel, press **B**.

LINE CHANGES..... **AUTO**: The computer automatically cycles your lines at each face off. Players never fatigue.

MANUAL: It's up to you to notice when your players show signs of tiring and change lines accordingly.

OFF: Your best line remains on the ice and at full energy for the duration of the game.

PRE-GAME PRESENTATION .. Toggle the pre-game show **ON/OFF**. When **ON**, the home team's national anthem plays, and the announcers introduce the goalies, before the game.

SCORE OVERLAY Toggle the in-game score overlay **ON/OFF**.

CREDITS View a list of the people who brought you *NHL 98*.



ROSTERS

Set coaching strategies, view rosters, edit lines, trade players, sign and release free agents, create players, and build custom teams.

- ◆ To access the Rosters menu, D-Pad \downarrow to highlight ROSTERS, then press **A**.
- ◆ To access a Rosters screen, D-Pad \downarrow to highlight the option, then press **A**.
- ◆ To cancel, press **B**.

The following restrictions apply to all roster transactions:

- A team must have a minimum of 18 healthy players.
- A team must have a minimum of two goalies.
- A team may have a maximum of 25 players.
- A team may have a maximum of three goalies.

NOTE: If you add a player whose jersey number conflicts with an existing number to a roster, you are prompted to choose a different number for the new player.

- ◆ To choose another number, D-Pad \leftrightarrow to select, then press **START**.

COACHING STRATEGY Set the strategies you want your team to employ. You can also change strategies on-the-fly during the game. For more info, **►Marc Crawford on Coaching Strategy** on p. 26.

1. Highlight the current team's name and D-Pad \leftrightarrow to choose the team whose strategy you want to set.
2. D-Pad \downarrow to highlight a game situation, then D-Pad \leftrightarrow to change the strategy.
3. To set the amount of pressure you want the team to apply, highlight pressure, then D-Pad \leftrightarrow .
4. When you're satisfied, press **START** to accept.

- ◆ To cancel, press **B**.

VIEW ROSTERS Take a look at team rosters to compare player ratings and access individual View Player screens.

- ◆ To cycle teams, D-Pad \leftrightarrow .
- ◆ To scroll roster, D-Pad \uparrow .
- ◆ To cycle forward/back through ratings, press **L Shift/R shift**.
- ◆ To view an individual player, highlight a player's name, then press **A**.
- ◆ To cycle individual stats forward/back, D-Pad \leftrightarrow .
- ◆ To toggle individual stats and ratings, press **C**.
- ◆ To cancel, press **B**.

EDIT LINES Edit any team's lines to experiment with different player combinations.

1. Choose a team and the line you want to edit.
2. Highlight the player you want to remove from the line, then press **A** to select.
3. Press **C** to access the roster.
4. Highlight the player you want to insert in the line, then press **A** to select. The new player joins the line.
 - ◆ To dress or scratch a player, highlight his name and press **Y**.
 - ◆ To cycle ratings forward/back, press **L Shift/R Shift**.
 - ◆ To cancel, press **B**.

TRADE PLAYERS Trade players between any two teams. You can include up to three players from each team in a single trade.

1. Choose the teams you want to trade players between.
2. Select the player(s) you want to trade from the first team, then access the second team's roster.
3. Select the player(s) you want to trade from the second team, then press **START** to make the trade.
 - The Trade Indicator adjusts to display which team will benefit most from the proposed trade. The indicator rises to reflect the level of talent you put on the block.
 - To cancel, press **B**.

FREE AGENTS The free agent pool is comprised of players you create and players released from a team's roster. You may place up to 45 players in the NHL pool and up to 45 in the International pool. By default, the free agent pools are empty.

Add players from the free agent pool to any team's roster, or move players from a roster to the pool.

To sign a free agent:

1. D-Pad \leftrightarrow to choose the team to which you want to sign the player, then press **C** to access the free agent pool.
2. D-Pad \uparrow to choose the free agent you want, and press **A** to move him to his new roster.
 - ◆ To cancel, press **B**.



To release a player:

- ◆ D-Pad \leftrightarrow to choose the team from which you want to release the player, then press **A**. The player moves to the free agent pool.

- ◆ To cancel, press **B**.

CREATE PLAYERS Create new players as free agents, then sign them from the free agent pool. To edit or delete created players they must be in the free agent pool.

1. From the Create Player screen, choose **CREATE**, then fill in the player information data, and press **START**.

- ◆ To enter text, D-Pad \uparrow to select a letter, then D-Pad \rightarrow to move to the next character. When complete, press **START**.

- ◆ To adjust all other options, highlight and D-Pad \leftrightarrow .

2. Adjust the skill ratings to customize your player, then press **START** to accept. The new player joins the free agent pool.

- ◆ To adjust skill ratings, D-Pad \uparrow to highlight a rating, then D-Pad \leftrightarrow to increase or decrease skill level.

- The amount of skill points remaining for distribution is displayed at the bottom of the screen.

- ◆ To cancel, press **B**.

To edit or delete a created player:

- ◆ From the Create Player screen, choose **EDIT** or **DELETE**, then choose the player from the free agent pool.

CUSTOM TEAMS Copy players from any team to create up to two custom teams of your favorite players. Custom teams are available in Exhibition mode only.

To create a custom team:

1. D-Pad \leftrightarrow to choose the team roster you want.

2. D-Pad \uparrow to highlight a player you want to add to the custom team's roster, then press **A**. A copy of that player appears on the roster.

3. Continue until the roster is complete.

- ◆ To cancel, press **B**.

- Because you're filling the custom roster with copies of NHL players, it's possible to put multiple copies of one player on a single roster.

RESET ROSTERS Resets all rosters and lines to the *NHL 98* defaults. If you select **RESET ROSTERS**, all created players are deleted and Custom team rosters are erased.

STATS CENTRAL

View team, roster, and player stats, and track user stats and leaders.

- ◆ To access the Stats Central menu, D-Pad \uparrow to highlight STATS CENTRAL, then press **A**.
- ◆ To access a Stats Central screen, D-Pad \uparrow to highlight the option, then press **A**.
- ◆ To cancel, press **B**.

TEAM STATS Compare teams in 15 stat categories. You can organize the teams by league, conference, or division.

Highlight and
D-Pad \leftrightarrow to cycle
League Conference,
and Division

Highlight and
D-Pad \leftrightarrow to cycle
Conferences and
Divisions



| Teams | GP | W | L | T | P | GF |
|--------------|----|----|----|----|-----|-----|
| 1. Colorado | 82 | 49 | 24 | 9 | 107 | 277 |
| 2. Dallas | 82 | 48 | 26 | 8 | 104 | 252 |
| 3. Detroit | 82 | 38 | 26 | 18 | 94 | 253 |
| 4. Phoenix | 82 | 38 | 37 | 7 | 83 | 240 |
| 5. Anaheim | 82 | 36 | 33 | 13 | 85 | 245 |
| 6. Edmonton | 82 | 36 | 37 | 9 | 81 | 252 |
| 7. St. Louis | 82 | 36 | 35 | 11 | 83 | 235 |
| 8. Vancouver | 82 | 35 | 40 | 7 | 77 | 257 |
| 9. Chicago | 82 | 34 | 39 | 13 | 81 | 223 |
| 10. Calgary | 82 | 32 | 41 | 9 | 73 | 214 |

Help View Playoff Stats

Highlight and
D-Pad \leftrightarrow to scroll
stat categories

- ◆ To scroll the list of teams, D-Pad \uparrow .
- ◆ To organize teams by a stat category, highlight the category, then press **A**.
- ◆ To toggle season and playoff stats, press **C**.
- ◆ To cancel, press **B**.

ROSTER STATS Check out any team's roster to see how its players match up statistically. You can sort players alphabetically or by leaders in any stat category.

- ◆ To view an individual player, highlight the player's name and press **L Shift**.
- ◆ To toggle player and goalie stats, press **R Shift**.

PLAYER STATS Player Stats tracks stats for every player in the NHLPA in nine categories. The Player Stats screen functions in the same manner as the Roster Stats screen.

USER STATS Compare your personal stats with those of other *NHL 98* users. *NHL 98* compiles stat information from every game played with a user-assigned team.

LEADERS The Leaders screen is identical to the Player Stats screen, but Leaders tracks only the top 20 players in each category.



CAMERAS

Select the camera angle in which you want to play, and set camera position options.

- ◆ To access the Cameras menu, D-Pad \uparrow to highlight CAMERAS, then press **A**.
- ◆ To adjust Camera options, D-Pad \uparrow to highlight an option, then D-Pad \leftrightarrow to change.
- ◆ To cancel, press **B**.

CAMERA VIEW Cycle through eight different camera views. As you choose a camera, its sample monitor highlights to display the view.

AUTO ZOOM With Auto Zoom **ON**, the camera automatically zooms in when the puck enters the slot or crease area.

AUTO REPLAY With Auto Replay **ON**, scoring plays trigger automatic replays.

REVERSE ANGLE Toggle ON to flip the camera angle.

MEMORY

Load and save seasons, playoffs, tournaments, rosters, settings, and user logs. A Sega Saturn Backup RAM cartridge is required to save seasons, playoffs, and tournaments. You cannot save *NHL 98* games in progress.

If you have a Backup RAM cartridge connected to your Sega Saturn, the settings and user logs on the cartridge become the defaults.

- ◆ To access the Memory screen, D-Pad \uparrow to highlight MEMORY, then press **A**.
- ◆ To select a Memory option, D-Pad \uparrow to highlight it, then press **A**.

NOTE: Never power down the Sega Saturn system when loading or saving files.

LOAD GAME After any completed season, playoff, or tournament game, you can save your progress. (Each saved season, playoff, or tournament fills 512 memory blocks.) Load Game lets you resume the game from the last saved point.

LOAD ROSTERS Load a saved custom roster. ► *Save Rosters* on p. 13.

- ◆ To load a saved roster, D-Pad \uparrow to highlight it, then press **A**.

SAVE ROSTERS Once you create and trade players to develop a custom roster, you can save it. Each saved roster fills 256 memory blocks.

- ◆ To save a roster, D-Pad \uparrow to highlight <NEW>, then press **A** and enter a filename.
- ◆ To save over an existing roster, D-Pad \downarrow to highlight it, then press **A**.

LOAD SETTINGS Load a saved custom setup. (When you start *NHL 98*, your most recently saved settings become the default.)

- ◆ To load saved settings, highlight YES when prompted to overwrite the current settings, then press **A**.

SAVE SETTINGS Save your favorite settings and forget about adjusting the options and rules each time you play. Settings and user logs are saved to one file which fills 49 memory blocks.

- ◆ To save settings, D-Pad \uparrow to highlight SAVE SETTINGS, then press **A**.

LOAD USER LOG Load your personal user log each time you play to keep your stats current and accurate.

- ◆ To load a saved user log, highlight YES when prompted to overwrite the current info, then press **A**.

SAVE USER LOG Save your user log to keep cumulative personal stats for as long as you play *NHL 98*. User logs and settings are saved to one file which fills 49 memory blocks.

- ◆ To save a user log, D-Pad \uparrow to highlight SAVE USER LOG, then press **A**.



[EXHIBITION MODE]

In Exhibition mode, you choose two teams to play a single game. There's no scheduling or seeding to deal with—just lace 'em up and drop the puck.

- ◆ To begin an Exhibition game, choose EXHIBITION at the Game Setup menu, and press **START**. The Exhibition Team Select screen appears.

EXHIBITION TEAM SELECT

All 48 *NHL 98* teams are eligible to play in Exhibition mode, including 26 NHL teams, 18 national clubs, two All Star teams, and two custom teams. Choose your favorite matchups or let *NHL 98* make random team selections for you.

- ◆ To cycle teams, D-Pad \leftrightarrow . To toggle control between teams, press **C**.
- ◆ To choose teams randomly, press **L Shift** (visitor) or **R Shift** (home).
- ◆ To accept the selected teams, press **START**. The Controller Setup screen appears.
- ◆ To cancel, press **B**.

CONTROLLER SETUP SCREEN

Choose the team you'll control in the upcoming game. After selecting a team, you can enter a user name, toggle **AUTO** and **MANUAL** Goalie Control, and use Position Lock to assign one position to your controller for the duration of the game.

- ◆ To choose a team, D-Pad \leftrightarrow to place your controller icon under the team you want.
- ◆ To play with Position Lock, press **L Shift/R Shift** to cycle forward/back through positions. The position you select is the position you control for the entire game, whether your player has the puck or not.
- If you don't choose a position, you always control the puckhandler on offense.
- ◆ To toggle Auto/Manual goalie control, press **C**.
- ◆ To start a new User Log, choose a team, then highlight <NEW> and press **A**. To select an existing User Log, highlight it and press **START**.

NOTE: To save user log data, you must choose **SAVE USER LOG** from the Memory screen after each game.

- ◆ To accept the controller setup, press **START**. The Game Intro begins.

NOTE: Auto-controlled goalies attempt to make saves on their own, but when they have the puck, control is transferred to you.

MULTIPLAYER

Up to 12 people can play in a single *NHL 98* game. An icon appears on the screen for each controller connected to the Sega Saturn system. As the users select teams, the icons turn colors. Remember your color—the player you control on the ice skates on the same colored star.

- With auto-controlled goalies, up to five people can play on a team. With manual goalies, six people can play on a team, filling each position.

GAMEPLAY CONTROLS

FACEOFFS

- ◆ To take the draw, press the D-Pad in the direction of the teammate you want to scoop the puck to, then press **B** when the puck hits the ice.

OFFENSE

STICKHANDLING

- ◆ To **skate**, D-Pad in the direction you want to go.
- ◆ To get a **speed burst**, press **C**.

PASSING

- ◆ To **pass**, D-Pad toward a teammate, then press and release **B**.
- ◆ For a **give-and-go**, D-Pad toward a teammate, then press **B** and hold for a half second. When the recipient receives the puck, he immediately passes back to you.
- ◆ For a **drop pass**, D-Pad toward a teammate trailing you, then press and release **B**.

SHOOTING

- ◆ For a **wrist shot**, D-Pad toward an area of the net, then press and release **A**.
- ◆ For a **snapshot**, D-Pad toward an area of the net, then press and hold **A** through *half* of the wind up before releasing.
- ◆ For a **slap shot**, D-Pad toward an area of the net, then press and hold **A** through the *entire* wind up before releasing.
- ◆ For a **one-timer shot**, send a pass to a teammate. Before the puck gets there, press **A**. The pass recipient fires off a quick slap shot.
- ◆ To execute a **fake shot**, press **B** during the wind up.

EA TIP

*Only Controller
Configuration 1 (default)
is described in this section.*

EA TIP

*Shots are automatically
directed toward your opponent's
goal, but you must use the
D-Pad to aim for an
open area of the net.*



SIGNATURE MOVE/SHOT DEFLECTION

You execute signature moves and shot deflections with the same button, the difference is your player's position at the time of the button press. Both are offensive actions that you must execute in the Attack zone.

- ◆ To execute a **signature move**, skate the puckhandler into the slot (the area of the Attack zone between the two faceoff dots) and press **Z**. If the player is in scoring position, he performs one of *NHL 98*'s spectacular shots; if not, he performs an all-star deke move.
- ◆ For a **shot deflection**, skate just inside your opponent's blue line and press **Z**, cueing a teammate to drive to the crease; when he gets there, the puckhandler automatically fires a shot. His teammate gets his stick up and deflects the puck toward the back of the net.

DEFENSE

- ◆ To get a **speed burst** or **body check** (when in position), press **C**.
- ◆ To **control** the player closest to the puck, press **B**.
- ◆ To **sweep** or **poke check**, press **B** when you're closest to the puck.
- ◆ To **hook** (within sticks length), **hold** (within arms length), or **cross check**, press **A**.
- ◆ To **block** a shot or pass, press **Z** when you're in position to stop the puck.
- ◆ To **clear** the puck along the boards, D-Pad toward the boards, then press **A**.

GOALTENDING



You must have the Goalie Controls option set to MANUAL in order to attempt saves. If you don't, the goalie automatically polices the crease.

After a save (manual or auto controlled goalies):

- ◆ To **shoot** the puck or **flip pass** to a teammate, press **A**.
- ◆ To **pass**, D-Pad in the direction of a teammate, then press and release **B**.
- ◆ To **cover up** and force a faceoff, press **C**.

FIGHTING (Fighting ON)

When a player with a high Aggressiveness rating puts a big hit on another aggressive player, there's a chance they'll fight. If two players square off against one another, they've already bought five minutes in the sin bin, so you might as well defend yourself.

Fighting controls:

- ◆ To **jab**, press **B**.
- ◆ To throw a **hook**, press **A**.
- ◆ To unload a **haymaker**, press **Z**.
- ◆ To **grab** your opponent's sweater, double-tap D-Pad toward him.

When players are in the clinch:

- ◆ For a **straight punch**, press **Z**.
- ◆ To land a **rabbit punch**, press **B**.
- ◆ To throw a **hook**, press **A**.
- ◆ To **break away**, double-tap D-Pad away from your opponent.

LINE CHANGING (Line Changes MANUAL)

- ◆ To change lines before a faceoff, press **A**, **B**, **C**, or **Z** to select the corresponding line from the Line Change menu.
- ◆ To change lines on the fly, press and hold **X** to access the Line Change menu, then press **A**, **B**, **C**, or **Z** to select the corresponding line.



Each period begins with all lines at 100% energy, but energy levels decrease as the period draws on.

As your current line becomes fatigued, its energy bar gets shorter.

Check the energy bars from the Line Change menu, and change your lines before your players tire out.

CHANGING STRATEGIES

- ◆ To change strategies on the fly, press **L Shift** (defense) or **R Shift** (offense) to access the Strategy Change menu, then press **A**, **B**, **C**, or **Z** to select the corresponding strategy.



In power play and penalty killing situations, you only have two lines from which to choose.

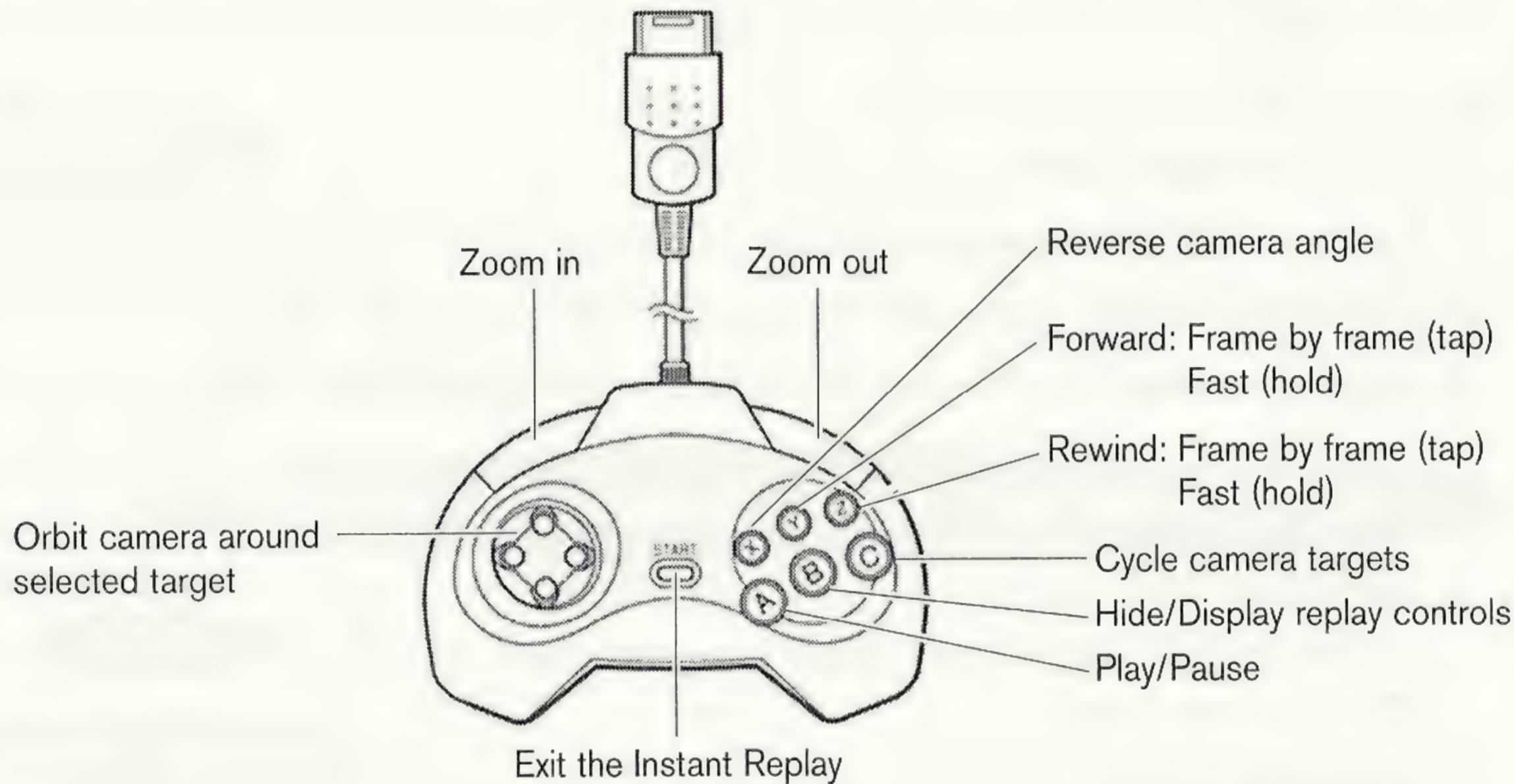


[GAME PAUSE MENU]

Access the Game Pause menu at any time during gameplay to select Game Pause options or take a break from the action. Several options accessible from the Game Setup menu (► p. 5) are available at the Game Pause menu as well. The items described in this section are specific to the Game Pause menu.

- ◆ To Access the Game Pause menu, press **START**.
- ◆ To select a Game Pause menu item, D-Pad \downarrow to highlight it, then press **A**.
- ◆ To return to the game, press **START** with any option highlighted.

INSTANT REPLAY Step into the control booth to replay great plays.



GOALIE Change your starting goalie, bring in a replacement during the game, or choose PULL to make room on the ice for an extra skater.

- ◆ To change your goalie, highlight the current goalie option and D-Pad \leftrightarrow .

TIME OUT Each team is allowed one 30 second time out per game. You may call a time out only during a stoppage of play. With Line Changes ON, time outs refresh the energy levels of all players by 1/3.

QUIT Quit the current game.

END OF THE GAME

When the final horn sounds, the End Game menu appears. At the End Game menu, you can display the three stars of the game and check final statistics. Following Exhibition games, you can select REMATCH to get back into it with the same teams and settings.

- ◆ To return to the Game Setup menu, press **START** with any option highlighted, then select YES when prompted.

[SEASON MODE]

Season mode is patterned after an authentic NHL season. Only NHL teams may play, and teams are arranged in their actual conferences and divisions.

When regular season play ends, the top eight teams from each conference move on to the playoffs. After the champions hoist the Cup, a season-end awards ceremony presents all the major NHL trophies.

- ◆ To begin a season, choose NEW SEASON at the Game Setup menu, and press **START**. The Season Settings menu appears.

SEASON SETTINGS MENU

The Season Settings menu offers several options to customize your season. For the most realism, name your season, then go with the default settings.

SEASON NAME Enter a custom season name.

- ◆ To enter a name, D-Pad ↑ to select a letter, then D-Pad → to continue to the next character. When the name is complete, press **START**.

SEASON GAMES Choose to play a 25- or **82**-game season.

PLAYOFF GAMES Set the playoff series length to 1, 3, 5, or **7** games.

STARTING ROSTERS Use the default *NHL 98* rosters, the current rosters, or any custom rosters you've created and saved.

TRADE DEADLINE Choose NO to make trades up to the playoffs, or **YES** to adhere to NHL trade deadline regulations. The NHL trade deadline is March 18 at noon, Pacific Standard Time.

STATISTICS TRACKING Choose **FULL** to track all stats throughout the season, or **PARTIAL** to track only user records and team stats.

- ◆ To accept season settings, press **START**. The Season Team Select screen appears.



SEASON TEAM SELECT

Only NHL teams are available in Season mode. Choose the team you think you can take all the way through the Stanley Cup finals, or select multiple teams for more action during the season. You can select up to all 26 teams and play a hand in every game of the season.

- ◆ When you select a team, you are prompted to enter a custom name. To enter a name, D-Pad \uparrow to select a letter, then D-Pad \rightarrow to continue to the next character. When the name is complete, press **START**.
- ◆ When you've selected the team(s) you want, press **START**. The Season menu appears.

SEASON MENU

Several of the options that appear on the Season menu are identical to those found on the Game Setup menu (\triangleright *Game Setup Menu* on p. 5). The options described below are specific to Season mode.

MATCHUPS Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.

- ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears.
 \triangleright *Controller Setup Screen* on p. 14.

CALENDAR View any team's season schedule month-by-month. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.

STANDINGS Analyze season standings by league, conference, or division. When viewing conference standings, an underline separates the top eight playoff-bound teams from the rest of the pack.

TEAM SELECT Go back to the Season Team Select screen to reconfigure user and computer-controlled teams.

[PLAYOFF MODE]

There are few events in the sporting world that generate as much excitement as the Stanley Cup playoffs. Playoff mode lets you bypass the regular season and begin play at the pinnacle of NHL hockey competition.

- ◆ To begin a Playoff, choose PLAYOFF at the Game Setup menu, and press **START**. The Playoff Settings menu appears.

PLAYOFF SETTINGS MENU

The Playoff Settings menu offers several options to customize your playoff. For the most realism, name your playoff, then go with the default settings.

PLAYOFF NAME Enter a custom playoff name.

- ◆ To enter a name, D-Pad ↑ to select a letter, then D-Pad → to continue to the next character. When the name is complete, press **START**.

PLAYOFF SERIES GAMES... Set the playoff series length to 1, 3, 5, or 7 games.

ROSTERS Use the default *NHL 98* rosters, the current rosters, or any custom rosters you've created and saved.

VALID CONFERENCES..... Choose **YES** to restrict teams to their actual NHL conferences. Choose **NO** and you may pair teams together regardless of conference.

DUPLICATE TEAMS If **YES**, a team may occupy more than one playoff slot, but only partial stats are saved. If **NO**, you can enter each team only once.

STAT TRACKING..... Choose **FULL** to track all stats throughout the playoffs, or **PARTIAL** to track only user records and team stats.

- ◆ To accept playoff settings, press **START**. The Playoff Team Select screen appears.



PLAYOFF TEAM SELECT

Choose the team you think you can take all the way through the Stanley Cup finals, or select multiple teams for a better shot at winning the championship. You can control up to all 16 teams and take part in every game of the playoff.

The default playoff seeds reflect the 1997 Stanley Cup Playoffs, but you can add your favorite teams if they didn't make the cut, or let *NHL 98* fill the slots randomly.

NOTE: Only NHL teams may take part in a Playoff.

- ◆ To fill the playoff berths randomly, press **L Shift** or **R Shift**.
- ◆ When you've selected the team(s) you want, press **START**. The Playoff menu appears.

PLAYOFF MENU

Several of the options that appear on the Playoff menu are identical to those found on the Game Setup menu (►Game Setup Menu on p. 5). The options described below are specific to Playoff mode.

- MATCHUPS..... Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.
 - ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears.
►Controller Setup Screen on p. 14.
- PLAYOFF TREE..... Visit the Playoff Tree to see how each series is shaping up or to access the Calendar screen.
 - At the Calendar screen you can play or simulate matches, and scan recaps of previously played games.
- TEAM SELECT Go back to the Playoff Team Select screen to reconfigure user and computer-controlled teams.
►Playoff Team Select above.

[TOURNAMENT MODE]

NHL 98 tournaments are structured like most formally sanctioned ice hockey tournaments. Tournaments begin with a round robin, continue with single-elimination rounds, and end following the medal games. Below is a general tournament flow.

ROUND ROBIN The computer automatically seeds and places each team in a tournament group. Each team must play every other team in its group once to complete a round.

QUARTERFINAL ROUND . . . Quarterfinal seeds are based on round robin records. In general, the best team from "Group A" plays the bottom team from "Group B", the next-best team plays the team with the second-lowest record, and so on.

SEMIFINAL ROUND The quarterfinal is a single-elimination round, so the four winning teams appear in the semifinal. The semifinal is a single-seeding round, determining the match-ups for the medal games.

BRONZE MEDAL GAME The two semifinal losers meet in the bronze medal game. The winner receives the bronze medal, while the loser gets a well-deserved pat on the back.

GOLD MEDAL GAME The semifinal victors get the chance to go for the gold. The winner wins the gold; the loser receives the silver.

- ◆ To begin a Tournament, choose NEW TOURNAMENT at the Game Setup menu, and press **START**. The Tournament Settings menu appears.

TOURNAMENT SETTINGS MENU

The Tournament Settings menu offers several options to customize your tournament, including number of rounds and number of teams.

TOURNAMENT NAME Enter a custom tournament name.

- ◆ To enter a name, D-Pad ↑ to select a letter, then D-Pad → to continue to the next character. When the name is complete, press **START**.

ROUND ROBIN Choose **YES** for a complete tournament from the round robin stage, or **NO** to begin at the quarterfinal round.

NO. OF ROUNDS Round robin only. Play 1, **2**, 3, or 4 rounds in the initial round robin stage.

NO. OF TEAMS Round robin only. Enter 8, **12**, or 16 teams in the first round.



DUPLICATE TEAMS If YES, a team may play against itself in the tournament but only partial stats are saved. If NO, you can enter each team only once.

STATISTICS TRACKING CHOOSE **FULL** to track all stats throughout the tournament, or **PARTIAL** to track only user records and team stats.

TOURNAMENT TEAM SELECT

All-Star and Custom teams are not available in Tournament mode. Choose the team you think you can take all the way to the Medal Round, or select multiple teams for a better chance of winning the gold.

All 44 NHL and international teams are eligible for tournament play. You can select your favorite teams, or let *NHL 98* fill the slots randomly.

- ◆ To fill the tournament seeds randomly, press **L Shift** or **R Shift**.
- ◆ When you select a team, you are prompted to enter a custom name. To enter a name, D-Pad \downarrow to select a letter, then D-Pad \rightarrow to continue to the next character. When the name is complete, press **START**.
- ◆ When you've selected the team(s) you want, press **START**. The Tournament menu appears.

TOURNAMENT MENU

Several of the options that appear on the Tournament menu are identical to those found on the Game Setup menu. The options described below are specific to Tournament mode.

- MATCHUPS Go to the Matchups screen to play or simulate your next scheduled game and get all the stats and scoring info on completed games.
 - ◆ To begin your next match, highlight it and press **START**. The Controller Setup screen appears.
 - *Controller Setup Screen* on p. 14.
- CALENDAR View any team's tournament schedule. Like the Matchups screen, you can play or simulate games and scan recaps of previously played games at the Calendar screen.
- TEAM SELECT Go back to the Tournament Team Select screen to reconfigure user and computer-controlled teams.
 - *Tournament Team Select* above.

[SHOOTOUT MODE]

Use Shootout mode to practice your penalty shots or take on a friend in a quick competition. The Power Play 1 line from each team goes one-on-one with the opposing goalie. Each player gets one shot attempt, and chances alternate between teams. The team with the most goals at the end of the Shootout wins.

- ◆ To begin a Shootout, choose SHOOTOUT at the Game Setup menu, and press **START**. The Shootout Team Select screen appears.
- ◆ To accept the selected teams press **START**. The Controller Setup screen appears. ➤*Controller Setup Screen* on p. 14.
- When you accept the Controller Setup, the Shootout Intro begins followed by the Shootout Player Select menu.

SHOOTOUT PLAYER SELECT MENU

The Shootout Player Select menu lets you insert any player from your team's roster into the Shootout lineup and place any goalie in the crease.

To modify your Shootout lineup:

1. Highlight the player you want to remove from the lineup, then press **C** to access the roster.
2. Highlight the player you want to insert in the lineup, then press **A**. The new player joins the lineup
3. To resume control of the line-up, press **C**.
4. Press **START** to accept the lineup. The Shootout begins.



[MARC CRAWFORD ON COACHING STRATEGY]

According to Marc Crawford, there are two factors to consider when choosing a coaching strategy: personnel and score. Personnel dictates whether or not you have the players to execute a particular strategy. Score dictates whether you play aggressively to come from behind or conservatively to hold a lead.

OFFENSE

POSITIONAL

"In a Positional offense, players patrol zones like the old slot hockey games. This strategy is extremely conservative, but there's still a place for it in today's game. The benefit of a Positional offense is that your teammates are there to cover for you if you take your player out of position."

TRIANGLE

"The goal here is to overload one side of the ice and create 3-on-2 or 2-on-1 opportunities. When you achieve an overload, give-and-gos and one-timers are automatic. Smart players use the ice really well in this type of situation, so run the Triangle with your most Offensively Aware skaters."

FUNNEL

"A scoring chance is any shot taken from the slot up to about the top of the faceoff circle. The Funnel strategy focuses on moving as many players into this area as you can safely afford. By continuously charging the net, you'll create scoring chances, and you'll have players in position for the rebounds."

COMBINATION

"Combination automatically selects the best strategy for the current situation. In other words, your team adjusts to whatever the defense throws at you. For example: If your opponent is in a strict Zone, you can set up a Triangle in the high corner because their wings aren't there for support."

DEFENSE

MAN TO MAN

"You must have unbelievably skilled players on the ice to utilize the Man-to-Man strategy effectively. All it takes is one opponent beating your player and they've got a 2-on-1. Possibly a breakaway. Use this strategy when you find your 1st line on the ice challenging your opponent's 2nd line."

ZONE

"The Zone defense is a sound strategy. It's similar to the Positional offensive strategy, but you have more freedom to incorporate new ideas. Use this strategy with a line of Defensively Aware players, and focus on cutting off the pass. If you go for the man and miss, you'll find yourself out of position."

BOX PLUS 1

"In this strategy, your wings and defenders play a standard Box strategy, while the center assumes a 'rover' position. The Box + 1 works best if the center is aware defensively because he must adjust intelligently and quickly to the attack. The Box rotates so that a man is always on the puck."

COMBINATION

"On defense, Combination is a hybrid of Zone and Man-to-Man strategies. In general, your skater playing the puck is playing a Man-to-Man strategy. Your other players are patrolling their Zones. The beauty is that if your skater gets beat, his teammate assigned to that Zone can help out."

POWER PLAY

SHOOTING

"In the Shooting strategy, the high guy wants to shoot all the time, and he has the green light to do so. If the defense is playing a Diamond, your other high players must shoot as well. Shooting is based on the assumption that shooting the puck often, results in high-percentage rebound chances."

OVERLOAD

"With the Overload strategy, you want to get lots of guys on the wing trying to create a man-advantage in your favor. The number advantage buys you more time to make better, cleaner passes. With this tactic, you're looking for high quality, rather than high quantity, chances."

UMBRELLA

"When playing an Umbrella, the idea is to keep the puck on the perimeter to draw out the penalty killers. Try side to side passes at the point to open up the slot, then pass to the Center when he breaks for the crease."

COMBINATION

"Smart players adapt quickly to changing situations. Someone with strong offensive awareness and good stickhandling ability can assess a situation and effectively shoot or pass, depending on the shorthanded team's strategy."



PENALTY KILLING

LARGE BOX

"In a Large Box defense, your players form a square to protect the outer area of your Defensive zone. This formation is effective against a Shooting strategy because, by covering the point closely, your opponent is unable to release a quality shot on net."

PASSIVE BOX

"The Passive Box is an option when your opponent does not have a strong point threat. Your players are positioned in a tight box in front of the crease. They wait for the attackers to break into the slot and jam them in the middle. This is a solid, conservative strategy."

DIAMOND

"Similar to the Box strategies, the Diamond is a skewed box that leaves one defenseman high and one guarding the crease. Your defenders on either side try to intercept passes and force attackers to the boards. The Diamond is probably the most used Penalty Killing strategy in the NHL."

COMBINATION

"Compare this strategy to a rotating Box. Penalty killers form a square, with one player constantly checking the puckhandler. If the handler is in a corner, the formation resembles a Box. If he skates or passes halfway up the boards, the formation rotates to become a Diamond."

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"GET READY FOR THIS"

Written by: Joan Paul De Coster, Filip De Wilde and Simon Harris

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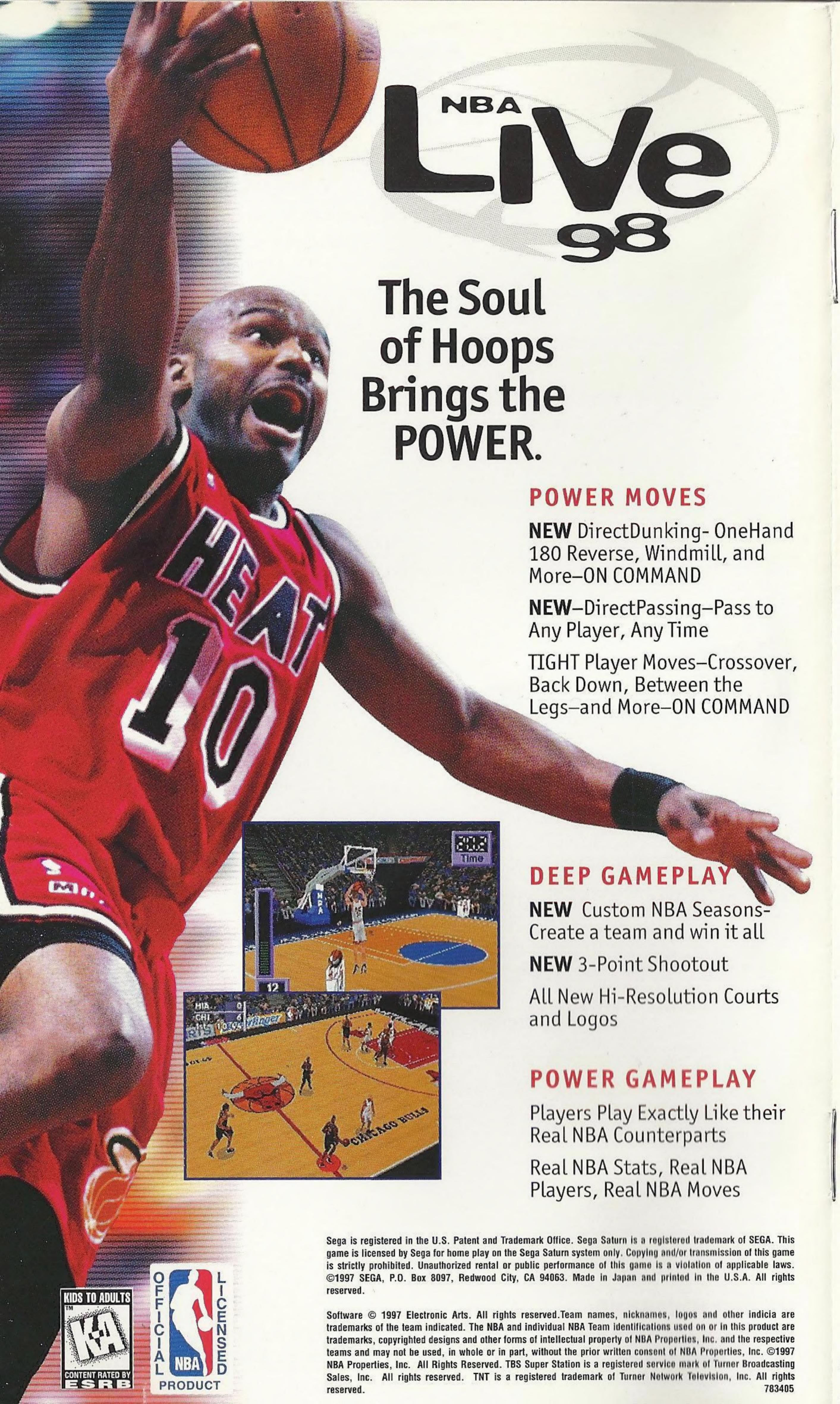
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